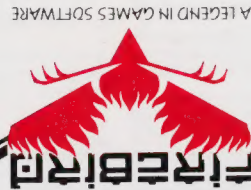# PANDORA

THE PLOT

The generation ship Pandora was conceived by the British research team Maincore Computer Development in collaboration with a group of eminent European scientists in the latter half of the twentieth century.

It carried a mixed crew of humans and droids, and was designed to support life indefinitely whilst it drifted through the unchartered territories of space seeking out alien life forms of a greater intelligence than man. The ship was controlled by a seventh generation computer, PANDORA, after which the spacecraft had been named.

Pandora's design brief was to surpass the capabilities of any other computer - past, present, or future. During its construction, a major component - the Bio-Rhythmic Stabilisers - could not be tested under alien conditions. Pandora's research team were of the opinion that destabilisation of this component could lead to pseudo- aggressive tendencies, resulting in contravention of the computer's operational directives. However, it was thought that it was very unlikely that this condition could occur.

It is now the twenty second century and PANDORA has been roaming space for almost two hundred years, and Maincore's monitoring team has discovered that rather than roaming deeper into space, Pandora is rapidly making its way back to Earth.

Pandora's imminent return to Earth has made front page headlines in every journal. Pandora's currrent intention are still not known, and neither are the contents of its cargo hold.

SYSTEM REQUIREMENTS

Commodore 64/128	Minimum of 64K RAM
Atari ST	Minimum of 512K RAM, with TOS in ROM
Commodore Amiga	Minimum of 512K RAM, Kickstart version 1.2

You will also require a joystick, plugged into port 1

LOADING

Commodore 64/128

Disk:	Type LOAD "*", 8, 1 and press <RETURN>
Cassette:	Press SHIFT and RUN/STOP. Press play on the datacorder

Commodore Amiga
Users of the Amiga 1000 should boot Kickstart version 1.2 or later.

When the *Workbench* prompt appears on-screen, insert the game disk in drive DF0:

Atari ST
Insert the game disk in drive A and switch on your computer

ADDITIONAL KEYBOARD CONTROLS

	CBM 64	Atari ST	CBM Amiga
Pause	F1	F1	F1
Continue	F1	F1	F1
Abort game	<RESTORE>	F7	F7
Accessing Inventory	Space Bar	Space Bar	Space Bar

Atari ST users are given the option to adjust the distance that the screen scrolls when your character moves towards the screen boundary. Pressing the + key on the numeric keypad will increase the amount by which the screen scrolls, and pressing the - key reduce the amount by which the screen scrolls.

YOUR MISSION

Your mission is as an Intergalatic Salvage Operator is to board and investigate Panndora. If anything untoward has happened, the success of your mission will be gauged by the number of alien artefacts salvaged and returned to Earth for analysis.

GETTING STARTED

To begin your mission, press the fire button.

Upon entering the spaceship Pandora, you will see that the screen is split into two main sections - the Play Area which takes up approximately two thirds of the screen (it is here that your character, guided by the joystick will pick up objects, trade and fight with the inhabitants of the spaceship) and the character status Display Panel, which occupies the lower third.

GAME INTERACTION

All game interaction is controlled through the joystick and the Space Bar. The joystick is used to move your character through four points of the compass (N, E, S, W), whilst the Space Bar is used to to access your Inventory.

THE DISPLAY PANEL

The HOLDING window displays the object that you are currently holding in your hands. If this window is empty, it signifies that you are not holding anything.

The CHAR window shows the name of the character nearest to you.

The CARRYING window displays the name of the object that the character displayed in the CHAR window is carrying.

The BACKPACK window lists the objects contained within your backpack, and this is part of your inventory. This window can only be accessed in INVENTORY mode.

The POCKETS window displays the contents of your pockets, and these are also part of your inventory. Again, this window can only be accessed in INVENTORY mode.

The DEAD CHAR window displays the inventory of the dead character that you are currently standing over when you select INVENTORY mode.

The STATUS window describes your health at any given time. The text in this window is also colour coded so that white is the strongest, followed by yellow, turquoise, green and finally red which signifies the weakest condition. Your overall health goes from MIGHTY to HIGH to POOR, then finally to DIRE.

The DIST window shows a numeric value which is rapidly decreasing to zero, informing the player of Pandora's distance from Earth's orbit.

The FIGHT windows appear during a fight, and are explained under the section entitled "Fighting at close range with hand held weapons".

At the bottom of the screen there is an message display line. This relays information from the characters or other sources to you during the game.

Throughout the course of the game, certain actions will cause extra windows to appear temporarily over the Display Panel. These message windows inform you of the outcome of a critical action, such as trading, and will warn you if a message on the message display line is important.

Certain actions will cause quotations to appear over the gameplay window. These quotes are merely light-hearted and they do not affect the game (or do they?!).

MOVING OBJECTS FROM HANDS TO YOUR BACKPACK OR POCKETS

In order to perform an exchange of objects between whatever you are holding and whatever is in your backpack or pockets, you must first enter INVENTORY MODE by pressing the Space Bar.

INVENTORY mode is signalled by the disappearance of the HOLDING window and the appearance of an arrow pointing to the top line of your backpack window. In Inventory mode, the player's character will not respond to joystick input - instead the arrow pointer will move accordingly.

To swap an object between your hands and wherever the inventory arrow is pointing at, simply press the fire button on the joystick. If you are not holding anything and the slot where the arrow is pointing is empty then nothing happens.

If you are holding an object and there is nothing where the arrow is pointing, the object will be moved from your hands to the slot that the arrow is pointing at, whether it be the backpack or your pockets.

If you are not holding anything and the arrow is pointing at an object in your inventory, the object will be placed in your hands. If there are objects in both your hands and the position which the arrow is pointing at, their positions will be swapped.

To enter or exit INVENTORY MODE, press the Space Bar.

TAKING OBJECTS FROM DEAD CHARACTERS

If you're standing over a dead character, you will be able to access the dead character's inventory as well as your own - thereby being able to obtain objects from any character (provided you kill it first, or somebody else has done it for you!) - without giving anything in return.

It is possible to give objects in your posession to dead characters. If you enter Inventory mode whilst standing over a dead character, you may swap an object between your hands and the dead character, as well as your backpack and pockets. The objects are swapped in the same way as described in the section "Moving objects from hands to your backpack or pockets".

PLACING OBJECTS ON YOUR SHUTTLE

To the left of your start position there is a cargo chute. If you stand next to the chute whilst pressing the fire button, the item that you are carrying will be deposited via the chute into the shuttle which took you to Pandora.

TRADING OBJECTS

One of the most important facets of Pandora is the concept of trading, since without trading objects, the player will be unable to complete the game.

If another character has a liking for a particular object within the game and has made this clear through the message display line at the bottom of the screen, you can initiate a trade with the character, providing you are carrying the object that they want, by pressing the fire button when you are close to the character.

If the character successfully trades objects with you, a message to this effect is given and the object that you have traded appears in your Holding window. If this event does not occur then obviously the character does not want to trade with you at the moment.

TAKING OBJECTS FROM PLINTHS

If you move your character against a plinth (e.g. a shelf, or table) that appears to contain an object and you are not holding another object in your hands, the object is automatically removed from the plinth and appears in your HOLDING window.

Conversely, if you move your character against an empty plinth whilst holding an object that is designed to fit on the plinth, the object will be placed upon it.

ACCESSING COMPUTER TERMINALS

Pushing your character against the side of a computer terminal will allow you to access the terminal, as long as you have some indentification (ID). Moving away from the terminal will close the terminal down.

FIGHTING AT CLOSE RANGE WITH HAND HELD WEAPONS

This aspect will seem to many the most important part of the game, and certainly during the first few plays it will appear to be a very accessible and appealing pursuit.

Here is a brief insight into the mechanisms of combat.

A fight will ensue in any of the following situations:

1. If you collide with a character and either of you are holding a weapon.

2. If you collide with a character and neither of you are holding a weapon. This results in a fist fight.

3. If you cross the path of a character who wants the object you are holding more than it wants to like you.

The outcome of hand to hand combat depends very much upon the weapon that you are holding at the time, your skill at pressing the fire button, as well as the status of your character when entering the fight.

If you are not holding a weapon, or if the weapon has no effect against your opponent, the blow is assumed to be struck with your fists.

Weapons possess different attributes which affect strike rate and efficiency. The strike rate refers to the speed at which you can deliver a blow. For example:

An Iridium mace has a slower strike rate than your fists, which in turn have a slower strike rate than a shockwhip.

Efficiency describes the power of a weapon, a mace for example will have greater efficiency than your fists.

During a fight two windows appear over the Display Panel:

The window on the left contains a moving coloured bar - this is a measure of your strike rate. Pressing the fire button at the point just before the bar changes colour allows the player to deliver a blow with maximum efficiency, thus inflicting maximum possible damage. The weapon that you are using directly relates to the severity of the blow.

Pressing the trigger a fraction too early will administer a strike with half the full effect, and pressing it far too early will cause the blow to miss. If you wait too long and allow the bar to change colour you will "overstrike" the opponent, making a wild swing, missing your opponent completely and losing your balance. Missing by this margin means that you have to wait for the bar to start again, and in effect, this waiting time would be similar to the time taken to recover your balance. The faster the strike rate of the weapon you are holding, the quicker you will return to your fighting stance.

The display in the second window consists of a green and red bar which indicates your opponent's stamina, and you will notice that a correctly struck blow will reduce the length of this bar. When the bar is in the red zone, your opponent will be very weak and it will take little effort to kill your adversary.

Characters themselves have skill and attribute levels. The Drunkard, for example, has a low skill factor compared to that of a Combat Droid, who in turn gets more blows in with full strength than the Drunkard. A Combat Droid is probably much more skilful than you are, so beware!!!

A NOTE FOR ATARI ST AND AMIGA USERS

The strength of your opponent can be gauged from a window very similar to your own STATUS window. Upon striking an exact blow, rather than a bar decreasing in length, you will be informed of your opponent's strength in the form of words ranging from High to Dire.

USING FIREARMS

Another form of combat is that of using firearms. If you are holding a firearm, press the fire button to operate it. It is not possible to use a firearm during close range combat. If you attempt to do this, the player wil strike a blow with the firearm, as described in the section "Fighting at close range with hand held weapons".

HINTS

1. You must have an I.D. card to move anywhere within the ship.

2. In any of the four security areas marked by Greek letters, a valid security pass with the necessary security clearance or higher is needed to avoid unwarranted fights with patrol guards.

3. Any specific force-field may be penetrated once the correct I.D. is held.

4. One force field protects the escape transporter that will beam you back to your shuttle. On reaching this point you will (perhaps) have completed the mission.